



**505 GAMES' PARENT COMPANY, DIGITAL BROS, ACQUIRES INFINITY PLUS TWO  
IN MOVE TO EXPAND FREE-TO-PLAY (F2P) BUSINESS**

*Creators of Major Franchises Puzzle Quest and Gems of War, Generating over \$225 Million  
with 39 Million Fans Globally, Bolster 505 Games' Portfolio*

**CALABASAS, Calif. – Jan. 14, 2021** – Global videogame publisher 505 Games is continuing to expand its focus in the Free-to-Play (F2P) market with the acquisition of Infinity Plus Two, the Australian videogame development studio of the critically acclaimed *Puzzle Quest* series and successful F2P puzzle RPG *Gems of War*. The acquisition solidifies 505 Games' commitment to strengthening its position in the F2P sector and continuing its approach with a multiplatform strategy.

Renowned game designer Steve Fawkner founded Infinity Plus Two, based in Melbourne, Australia, and the development studio specializes in creating original intellectual properties, puzzle and strategy games in the fantasy genre. The team has produced more than 30 titles, including the genre-defining *Puzzle Quest* series which has generated over \$200 million in revenue and an estimated 32 million users globally under the franchise. Fawkner will continue to lead the studio, transitioning onto the management team within 505 Games.

*"IP2 is a proven studio with phenomenal success over the years. Their creative vision and extensive experience will be a great addition to 505 Games,"* said Clive Robert, Head of Free-to-Play at 505 Games. *"The F2P market has seen a tremendous amount of growth and rise in popularity over the years and has always been a key facet of the company's growth strategy. As one of the leading third-party publishers of F2P games across multiple platforms, this latest acquisition solidifies our investment in internal development and builds on our library of owned IP."*

Prior to the acquisition, 505 Games collaborated with Infinity Plus Two on publishing the F2P puzzle RPG *Gems of War*. The game will continue to operate with major new updates on the roadmap alongside other high-profile projects.

*"After working closely together on Gems of War for the past 7 years, we are excited to officially become part of the 505 Games family,"* said Steve Fawkner, CEO and Creative Lead at Infinity Plus Two. *"We not only share the same*



*personal and professional values, but also work really well together. We're looking forward to building on that foundation with both ongoing projects and all new unannounced projects already in the works."*

Infinity Plus Two will be the third studio joining the 505 Games internal development network which also includes DR Studios located in the United Kingdom and Kunos Simulazioni in Italy. The 505 Games F2P portfolio includes several projects currently in development, leveraging the expertise of each studio across various genres and multiple platforms.

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#### **About 505 Games**

505 Games, a subsidiary of the Italian entertainment company Digital Bros, is a global publisher focused on offering a broad selection of video games for players of all ages and skill levels. The company publishes and distributes premium and free-to-play games on console and PC platforms as well as mobile devices.

Publishing highlights include *DEATH STRANDING* (PC), *Control*, *Assetto Corsa Competizione*, *Ghostrunner*, *Gems of War*, *Battle Islands*, *Journey to the Savage Planet*, *Bloodstained: Ritual of the Night*, *Indivisible*, *Brothers – A Tale of Two Sons*, *Terraria* and *ABZÛ*.

Distribution highlights include *No Man's Sky*, *Hellblade: Senua's Sacrifice*, *Warhammer: Vermintide 2*, *Dead by Daylight* and *Inside/Limbo*.

505 Games has offices in the United States, United Kingdom, France, Germany, Italy, Spain, China and Japan.

For more information on 505 Games and its products please visit [505games.com](http://505games.com)

#### **About Infinity Plus Two**

Infinity Plus Two (originally known as Infinite Interactive) is a game development studio located in Melbourne, Australia, and specializing in the creation of Original IP, especially puzzle and strategy games in the fantasy genre. Originally founded in 1989 by Game Designer Steve Fawkner, the team has produced over 30 titles, including the hit *Puzzle Quest* series, *Warlords/Warlords Battlecry* franchises and *Gems of War*.